HOW TO PLAY

KONAMI®

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This game is licensed by Nintendo for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

CONGRATULATIONS!

You now own the authentic Konami home version of Jackal, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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RETURN TO 'NAM

Infrared satellites soaring miles above Earth have spotted dozens of American prisoners of war still trapped on enemy soil.

Missing for years but never forgotten, these men must be brought home.

But America is in no position to risk an all-out invasion that could prompt retaliation. Instead, the only possible hope for their freedom is a small scale commando raid — code name JACKAL.

Immediately the President turns to the Green Berets and their combat-ready, tactical infiltrating "Jeep Squad". The Jeep Squad is comprised of twenty all-terrain, four-wheel drive, super-mobile attack jeeps, each equipped with one driver and one gunner. Only forty of the Green Berets' bravest and most cunning soldiers belong to this elite fighting force, and because of the secrecy of the mission, only a few of them qualify for the rescue attempt.

Needless to say, you've been chosen to be one of the few, the proud, the Jackals.

So work up your courage and polish up your guns, because it's time to save the life of each and every brave American POW.

And before you go, your country would just like to say, "Good luck, son. Don't come home alone."

HOW TO BE A HERO

Your mission begins when you and your faithful jeep, Trigger, are parachuted along the fringes of the Cambodian border. From there you'll claw and scratch through six deadly enemy territories, rescuing POWs while encountering heavy fire from tank patrols, cannon bunkers, bomber squadrons, and a hostile navy.

Your only means of survival are a trusty machine gun, hand grenades, bazookas (obtained by rescuing POWs and powering-up), and world class driving skills.

You have a total of 3 jeeps to risk at the beginning of Operation Jackal. An extra jeep will be added after you rescue a predetermined number of POWs.

Jackal can be played simultaneously by 2 players. If only one person plays, use Control (1).

Your mission ends when you destroy the enemy's main fortress (code name Zulu) at the end of level 6.

HOW TO RESCUE THE POWs

1. Destroy the barracks where the prisoners are located by firing your machine gun, grenades, or the bazooka. Be sure to blast away and search every building you encounter.

2. Pull up to the blown-out barracks and pick up the prisoners as they flee for their lives.

3. Drive your jeep full of prisoners to the heliport, where they'll be picked up by top secret stealth helicopters.

THE FOUR WILD JACKALS

Lt. Bob (Gunner)
The finest sharp shooter in the history of the Green Berets.

Sgt. Quint (Driver)
Indy car driver turned mercenary.

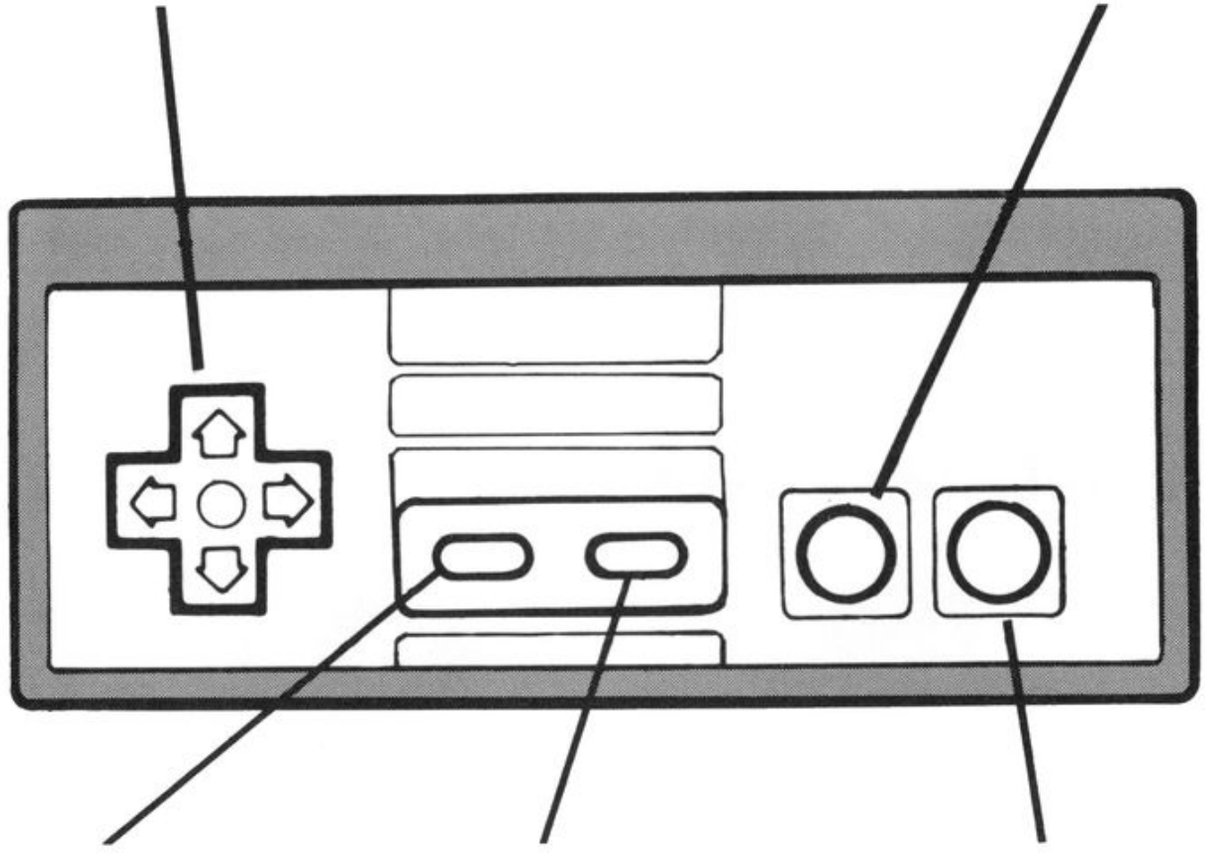
Col. Deckar (Gunner)
The commander of this operation and Medal of Honor recipient in Vietnam.

Cpl. Grey (Driver)
Winner of six European Grand Prix races, and considered the greatest stunt driver since Evil Bo Weivel.

CONTROLLING YOUR ATTACK JEEP

Control Pad
Use like a steering wheel to guide your jeep in eight different directions.

B Button
Press to fire your machine gun.

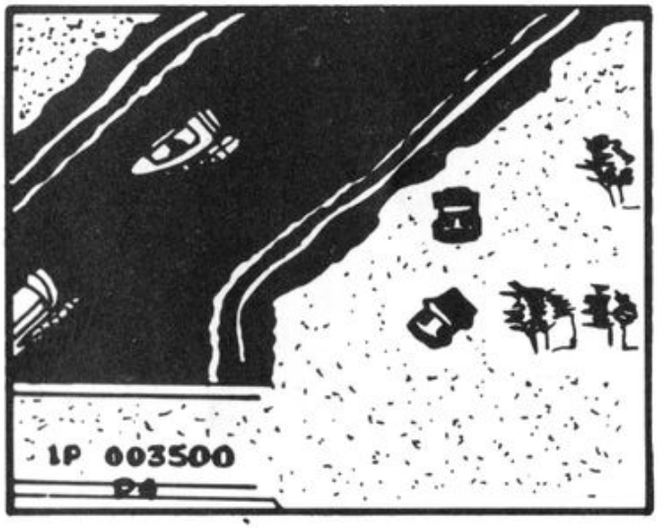


Select Button
Press to select one or two player mode.

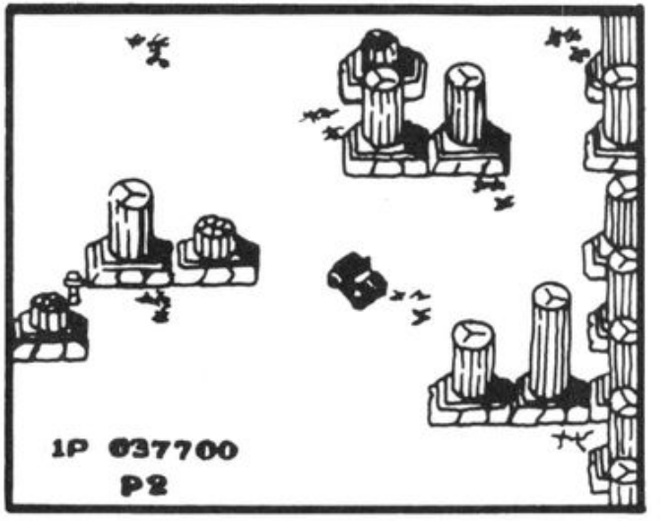
Start Button
Press to start your mission or to take a break from the action.

A Button
Press to launch hand grenades or fire the bazooka.

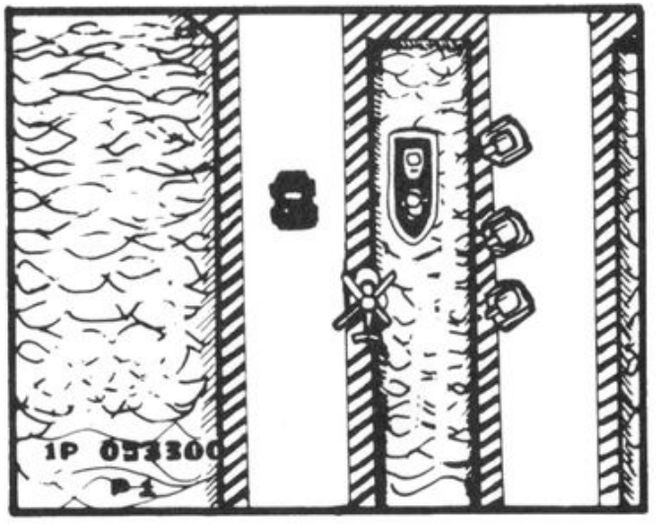
THE SIX ENEMY TERRITORIES



Checkpoint Alpha



Checkpoint Baker



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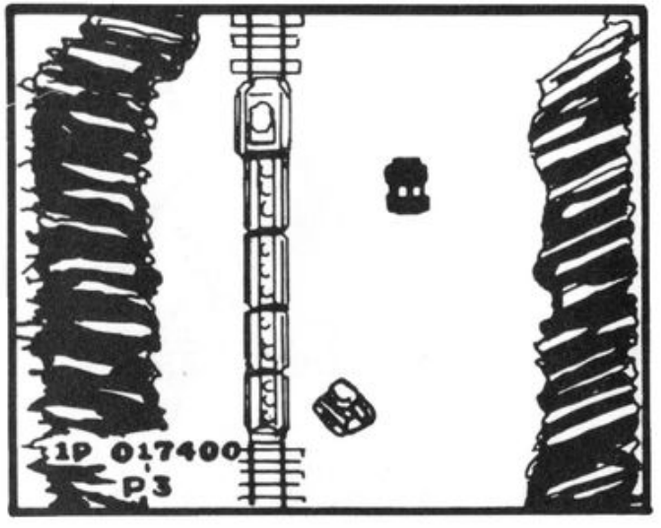
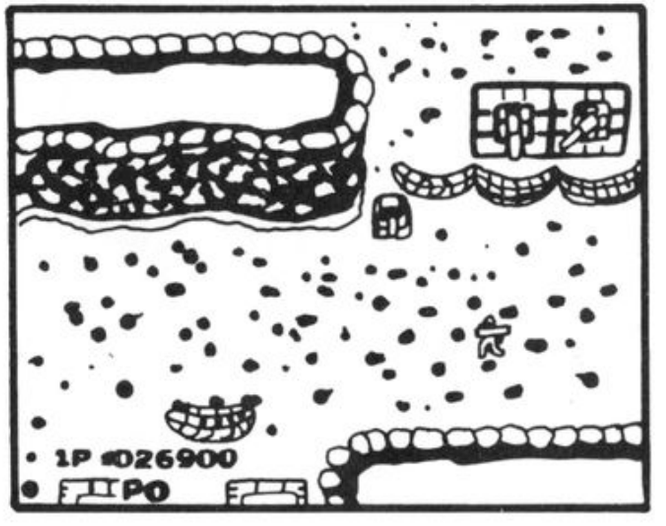
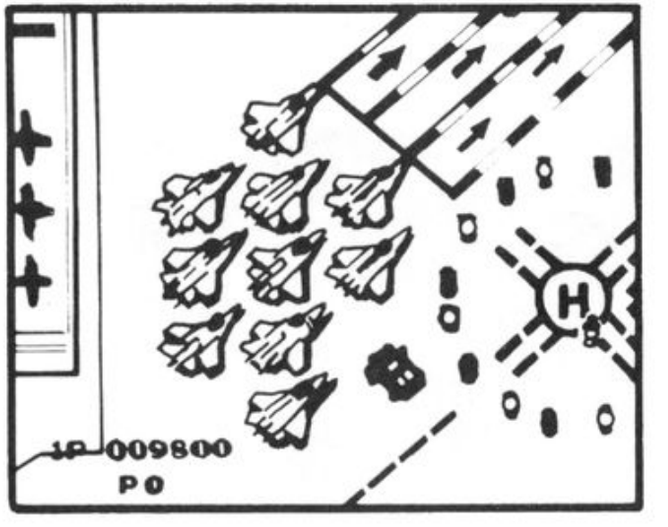


Checkpoint Delta



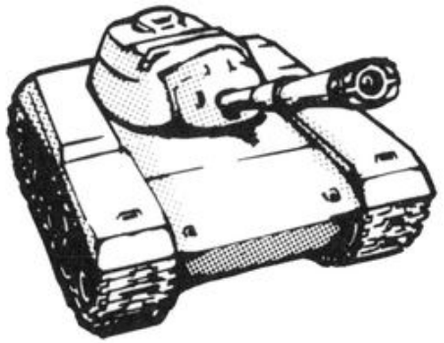
Checkpoint Tango



Checkpoint Zulu

Your final confrontation.

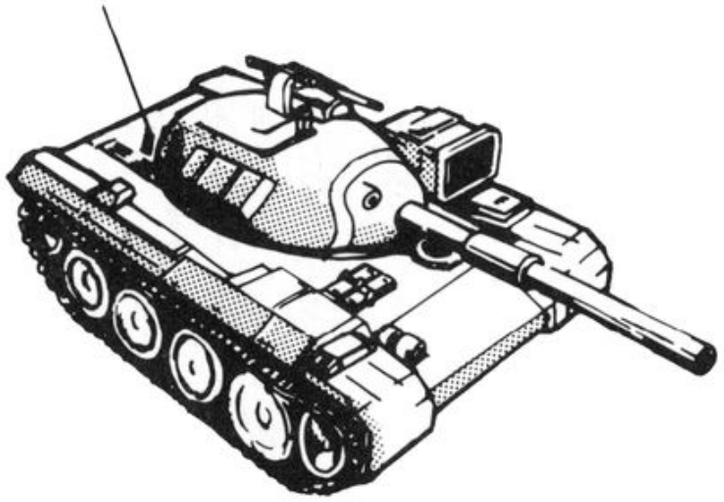
THE ENEMY HORDES



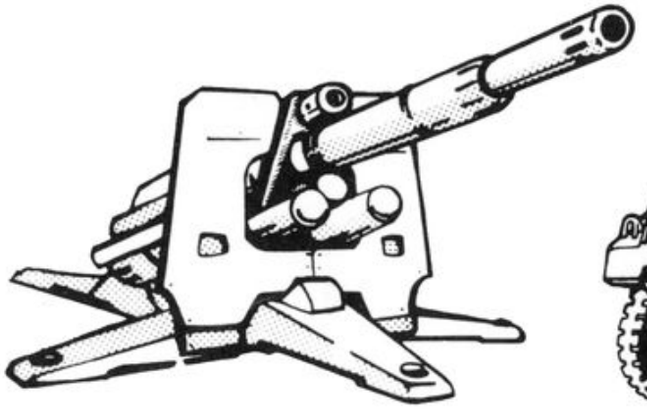
Quicksilver

TSK-21 Panther

Troop Transport



Zit-84



50mm Cannon

Mobile Missile Launcher

Death From Above
Bomber

Bandit Missile Copter

The Sniper Raft

Shark Attack
Submarine

Anti-Jeep Personnel

Coastal Invader
Gun Boat

Light (But Deadly)
Infantry

Treat Your Konami Game Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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